

Training Manual Washington Version

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Shuffle Master, Inc. 1106 Palms Airport Drive Las Vegas, NV 89119

Overview of the Rules

Introduction

Dakota Stud is a variation of Let it Ride®. It is a five-card stud poker game that uses a standard 52-card deck. In Dakota Stud, players combine three hole cards with two community cards to form a five-card poker hand. It takes a pair of 6s or better to win. Dakota Stud is a paytable game; players do not compete against each other or against the dealer.

Dakota Stud also features a bonus bet. It pays when the player's first three cards are a pair or better. See layout for odds.

Dealing Procedures

Dealing procedures vary by jurisdiction. Please refer to the appropriate gaming agency for regulations specific to your jurisdiction. Shuffle Master recommends dealing Dakota Stud with the ACE® shuffler.

- 1. Players must make two equal bets in the circles marked (\$) and (1). They must also make a bet in the (2) spot—this bet must be twice as much as the (\$) bet.
- 2. Players may also make the 3 Card Bonus bet. This can be any amount within table limits.
- 3. Working from left to right, the dealer gives each player three hole cards face down. Once all players have cards, the dealer places two community cards face down in front of the chip tray.
- 4. The dealer then presses the green button on the shuffler to dispense the remaining cards. This also initiates shuffling the deck for the next round of play.
- 5. The dealer now resolves any 3 Card Bonus bets. If the player has a pair or better, he shows the dealer his cards and is paid according to the paytable.
- 6. The dealer, working from right to left, pays all winning bets and collects losers.
- 3. Players now decide if they want to remove the (1) bet or leave it in action. If they want to remove this bet, they must scratch the table with their cards. Players are not allowed to touch live bets.
- 4. The dealer then reveals the first community card (the card on his left).
- 5. Players now make their second and final decision—whether to surrender the (2) bet. If players surrender, they receive half of the bet back. The house collects the other half.
- 6. The (\$) bet always stays in action.

- 7. The dealer then reveals the second community card and reconciles all hands.
 - a. Working from right to left, the dealer exposes each players hand and combines them with the community cards. All bets left in action win if the player's final hand is a pair of 6s or higher. Odds printed on table. When the player wins, all bets left in action receive odds payouts.
 - b. If the player does not have at least a pair of 6s, all bets left in action lose.



Paytables

Paytable 1

Straight flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1
House edge	2.32%

Paytable 2

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Straight flush	40 to 1
Three of a kind	30 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1
House edge	5.57%

Paytable 3

Straight flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1
House edge	7.28%

Paytable 4

Mini Royal	50 to 1
Straight flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	4 to 1
Pair	1 to 1
House edge	2.14%

Paytable 5

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Mini Royal	50 to 1
Straight flush	40 to 1
Three of a kind	30 to 1
Straight	5 to 1
Flush	4 to 1
Pair	1 to 1
House edge	5.39%

Paytable 6

Mini Royal	50 to 1
Straight flush	40 to 1
Three of a kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1
House edge	7.10%

"Dakota Stud" — LR1600-000 REV. E — (DS-01) — 04/25/05 1/4 Scale

With a pair of





UTS

... 500 to 1
... 100 to 1
... 40 to 1
... 9 to 1
... 5 to 1
... 4 to 1
... 3 to 1
... 2 to 1

. 1 to 1

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Full Hou Flush... Straight 3 of a K Two Pa

Sixes